

# Champions Cup 2026 Rules

## REGISTER NOW

<https://www.reddingsoccer.com/championscup>

## Cost

Regular Registration through April 10th:

\$6 day entry fee applies to spectators over 12 years of age.

## Number of Games

Guaranteed 3 matches.

## Divisions

Boys, Girls, Coed Recreational U10-U19

\*U19 is Coed, all other coed teams will register in boys' bracket

## Accepted Organizations

Champions Cup 2026 is sanctioned by US Club Soccer and will accept 2025-2026 player passes from US Club and USYSA.

## Application Information and Deadline

Tournament application and Payment deadline: April 10<sup>th</sup>, 2026

In the instance that the tournament fills all brackets prior to the application deadline, the tournament reserves the right to declare that it is full and closed to applications.

Notification of team acceptance or rejection will be sent to every applicant by April 17th, 2026.

A refund of the team's entry fee (if submitted) will be included in notices sent to rejected teams.

## Withdrawing from the Tournament

If a team withdraws after they have been accepted that team will forfeit all entry fees.

## Credential Requirements

The following credentials must be presented at the team check-in at the California Soccer Park 2 hours prior to the first game. You must notify and receive confirmation if you cannot make it to the check-in. Only the team manager or coach is required to be at the credential check-in. Players do not need to be present.

- An official Got Soccer generated tournament roster. Guest Players must be included on the roster, have appropriate forms allowing them to play, and have a US Club or USYSA Player Pass.
- US Club/USYSA member passes from the same seasonal year for each player (including guest players)
- Each team must have at least one properly credentialed adult present on the sidelines of each game.
- \* A maximum of 3 coaches can be rostered, and on the sidelines.

In addition to being checked at the pre-tournament credentials check-in, players will be checked in on the field with the official roster.

## Roster Size

U10 are allowed up to 14 players on tournament roster (Only 12 for any one game)

U11-U12 are allowed up to 18 players on tournament roster (Only 15 for any one game)

U13-U19 are allowed up to 22 players on tournament roster (Only 18 for any one game)

## One Team Only

Players may only play for one team throughout the tournament. Any player playing on more than one team will be ejected from the tournament. Games that players play in will be forfeited.

## Guest Player Policy

The tournament will accept up to (3) guest players per roster. Guest player forms must be submitted at check-in, complete with all signatures. Guest players must have a current pass and medical release of the same year as the rest of the team, to be inspected at check-in. Players **cannot be rostered on more than one team in the tournament.**

## Game Cards

The tournament will provide games cards. At the end of each game, both coaches should check the game card with the center referee to ensure it is correct before signing the game card. Players will not be allowed to be added to the game card after check-in.

## Bench Area

Teams are responsible for clean-up in their team bench area. **Tents are not allowed to be staked into the turf.**

## Home Team



The team listed first on the schedule is the home team. Conflicts in jersey color will be resolved by the home team being required to change jerseys. Home team must provide game balls.

### **Start Times and Forfeiture**

Teams must check-in at the referee table prior to each game. Teams should be present at game field no later than 30 minutes before their scheduled game time. If a team has not taken the field before 5 minutes after their scheduled game time, with at least a minimum of seven players for U13-U19, 6 players for U12, or 5 players for u10, then the game will be forfeited to the team that has taken the field with at least the minimum number of required players. If neither team takes the field within the five-minute grace period, no points will be awarded to either team or the game will be declared a double forfeit.

The referee and/or Tournament Director may terminate a game at their discretion and award a forfeit if:

- A team leaves the field during a game without the referee's approval.
- A team is sent from the field by the referee for violent play and/or misconduct by coaches, players, or fans.
- A team is deemed to be in gross violation of US Club or California Soccer Park tournament rules.

### **Substitutions**

Unlimited Substitutions are allowed for either team at any stoppage of play. Referees should use discretion when teams use substitutions to waste time. Referees should also consider the momentum of play and the spirit of the game when allowing or disallowing a substitution on a stoppage of play.

### **Sportsmanship and Conduct**

Coaches are responsible for their assistant coaches, players, team officials, parents, and spectators affiliated with their team.

### **Yellow and Red Cards – (Ejections)**

A player receiving two yellow cards in a single game is considered the same as receiving a RED CARD. A player given a red card or two yellow cards in one game shall be expelled from that game and shall not be replaced. A player or coach receiving a red card or two yellow cards in one game shall not be allowed to participate in the next game. The tournament committee reserves the right to modify penalties assessed on a player or coach for violent play or more serious conduct violations after consultation with PAD committee. Abusive or violent behavior towards referees will result in additional penalties. For purposes of this tournament a coach will be warned and may be dismissed for his/her actions or those of spectators or friends of the team.

### **Format for Games**

The number of teams per age/gender division will be determined by the tournament committee, depending upon the number of qualified teams accepted per age/gender.

The number of teams per flight will depend on the number of teams per age/gender, process of determining winner and number of games played.

### **Length of Games**

25-minute halves (U10-U12)

30-minute halves (U14-U19)

Injury time will be added only in extreme cases and at the referee's discretion. In all preliminary games ties will stand. In the championship/consolation games, in the event of a tie, two overtime periods of five minutes each will be played. If the game is still tied after the second overtime period, then FIFA kicks from the mark will determine the winning team. No 'Golden Goal' rule applies.

### **Preliminary Game Points**

Points shall be awarded to each team based on the following:

Condition Points

Win +6

Tie +3

Shutout +1 (includes 0-0)

Goals scored +1 each goal scored (maximum of 3 per game)

Red Card/Ejection -1 each player, -2 each coach

Forfeits shall be scored as (1-0) for the non-forfeiting team. (8 points)

Goal Differential in any single match will only be recorded up to +/-5

### **Tie Breaker**

In case of a tie in tournament points following the completion of the preliminary games, the advancing team will be determined based on the following criteria in the order specified.

1. Head-to-Head competition— team that won the head-to-head competition between the teams that are tied will advance (should there be a tie in tournament points between three or more teams, the tie-breaking procedure begins with #2 below)
2. When and if only two teams remain tied at any point while using this procedure, the order of tie breaking will recommence at #1 above)
  - a. Win/Loss record. Team with most wins' advances.
  - b. Team with the highest goal differential advances-total goals scored less goals allowed
  - c. Team with the fewest goals allowed advances

- d. Team with most goals scored advances
- e. Team with the fewest red cards/ejections advances
- f. Penalty kicks per FIFA guidelines

### **Advancing to Play-off Games**

In preliminary games, the teams will typically play within their flight, depending on the number of teams per division. Once divisions are determined, advancing will be determined by Tournament Director and released with schedules:

### **Heading Rule**

When a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. However, if a player deliberately heads a ball within their goal area, the indirect free kick by the attacking team should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. All division U14 and below will NOT be allowed to deliberately head the ball.

### **Medical Assistance**

Any injuries should be reported to a Field Marshall and Tournament Director. Field Marshall shall complete an accident report for all injury reports. In case of significant injury, emergency medical services will be called if requested by the parent, coach, or referee. Medical supplies for minor injuries will be provided at every field. Teams are encouraged to bring their own trainer.

### **Weather**

California Soccer Park is an all-weather park; therefore, tournaments will not be canceled due to severe weather except lightning or extremely poor air quality. If the tournament is canceled any uncommitted entry fees will be returned to all participating teams with due allowance made for games played, awards, programs, and other unrecoverable expenses.

### **Other Situations**

Under no circumstances will alcoholic beverages, tobacco products, vapes, e-cigarettes, or animals (except service dogs) be allowed within the tournament complex. NO STAKES MAY BE USED ON ANY OF THE PLAYING SURFACES.

No food or drinks can be brought into the California Soccer Park (except water for the players).

A gate fee of \$6.00 will be charged for spectators over 12. Coaches, players, and referees will not be required to pay the gate fee.

**The Tournament Committee will resolve any situation not covered by these rules.**

All game results will be final. No protest will be considered.

### **REGISTER NOW**

<https://www.reddingsoccer.com/championscup>